



CIVILIZATION TO DEVI 7KΛHΔ7 U1V DEVI 7KΛHΔ7 U1V INIK NINAVI FVYΔΛVIF TO DEVI NIK7 OK7N 7Δ-VΔJKAIVΔ7 U7KΔV 3V CIVAL VIV U7KΔVΔ

**lyra****Attribute Dice:** 12D**DEXTERITY** 2D/4D**KNOWLEDGE** 2D/4D**MECHANICAL** 1D+2/3D+2**PERCEPTION** 1D/3D**STRENGTH** 2D/4D**TECHNICAL** 2D/4D**Special Abilities:**

Tentacles: For each tentacle a lyra uses in combat, add the following bonuses to its *Strength*, *brawling*, and *brawling parry* abilities: 2 tentacles: +1D, 3-4 tentacles: +2D, 5+ tentacles: +3D

Aquatic: lyra are native to underwater conditions, breathe water and suffer no ill effects due to extremes in water pressure.

Water Reliance: lyra must subtract -1D from all *Dexterity* skills when out of the water.

Story Factors:

Caste System: lyra automatically look down on any being that possesses fewer than five limbs.

Move: 12/15 (swimming); 3/5 (walking)

Size: 1-2 meters in diameter

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